IN THE CLAIMS:

1.-16. (Cancelled)

17. (Currently Amended) A recording medium used with a reproduction apparatus, the reproduction apparatus ~~including~~ comprising:

a video decoder operable to decode a video stream so as to obtain a moving picture ~~made of a plurality of pictures~~;

a graphics decoder operable to decode [[a]] first graphics data included in [[a]] graphics stream so as to obtain [[a]] second graphics data which is to be combined with the moving picture, and the graphics decoder including a graphics controller and an object buffer storing the second graphics data; and

a plane memory for rendering the second graphics data[[;]] .

the recording medium comprising:

the video stream; and

the graphics stream[[;]], wherein:

the graphics stream includes one [[of]] or more Display ~~sets~~ Sets;

a leading Display [[set]] Set among the one or more Display Sets is of an Epoch Start type;

the leading Display Set of the Epoch Start type includes the first graphics data and window information indicating a size and a position of a window, the window being a bounded area for a display on a plane memory; and

when rendering a part of the second graphics data which is stored in the object buffer, the window information indicates the graphics controller to render the part of the second graphics data in the object buffer within the window on the plane memory while refraining from

rendering the other part of the second graphics data in the object buffer outside of the window on

the plane memory.

18.-24. (Cancelled)

25. (Currently Amended) A reproduction apparatus comprising:

a video decoder operable to decode [[the]] video stream so as to obtain a moving

picture made of a plurality of pictures;

a graphics decoder operable to decode [[a]] first graphics data included in [[the]]

graphics stream so as to obtain [[a]] second graphics data which is to be combined with the

moving picture; and

a plane memory, for rendering the second graphics data[[;]] , wherein

the graphics decode decoder includes a graphics controller and an object buffer

storing the second graphics data;

the graphics stream includes one or more Display Sets;

a leading Display Set among one or more Display Sets is of an Epoch Start

type[[,]] ,

the leading Display Set of the Epoch Start type includes the first graphics data and

window information indicating a size and a position of a window, the window being a bounded

area for a display on the plane memory; and

when rendering a part of the second graphics data which is stored in the object

buffer, the graphics controller is operable to use the window information in order to render the

part of the second graphics data in the object buffer within the window on the plane memory

while refraining from rendering the other part of the second graphics data in the object buffer

outside of the window on the plane memory.

26.-32. (Cancelled)

33.   (Currently Amended) A recording method for a recording medium used with a reproduction apparatus, the reproduction apparatus ~~including~~ comprising:

a video decoder operable to decode [[a]] video stream so as to obtain a moving picture ~~made of plurality of pictures~~;

a graphics decoder operable to decode [[a]] first graphics data included in [[a]] graphics stream so as to obtain [[a]] second graphics data which is to be combined with the moving picture, and the graphics decoder including a graphics controller and an object buffer storing the second graphics data; and

a plane memory for rendering the second graphics data;

the recording method comprising:

generating application data; and

recording the ~~generated~~ application data on the recording medium, wherein:

the application data includes the video stream and a graphics stream[[,]] ;

the graphics stream includes one or more Display Sets;

a leading Display Set among the one or more Display Sets is of an Epoch Start type;

the leading Display Set of the Epoch Start type includes the first graphics data and window information indicating a size and position of a window, the window being a bounded area for a display on a plane memory; and

when rendering a part of the second graphics data which is stored in the object buffer, the window information indicates the graphics controller to render the part of the second graphics data in the object buffer within the window on the plane memory while refraining from

rendering the other part of the second graphics data in the object buffer outside of the window on the plane memory.

34.   (Cancelled)

35.   (Currently Amended) A reproduction method comprising:

decoding a video stream so as to obtain a moving picture ~~made of a plurality of~~ ~~pictures~~;

decoding [[a]] first graphics data included in [[a]] graphics stream so as to obtain [[a]] second graphics data which is to be combined with the moving picture, using a graphics decoder;

storing the second graphics data using an object buffer; <u>and</u>

rendering the second graphics data using a plane memory[[;]] <u>,</u>

wherein[[;]] <u>:</u>

the graphics decoder includes a graphics controller and the object buffer;

the graphics stream includes one or more Display Sets<u>;</u> ~~each being a group of data~~ ~~that constitutes graphics for one screen,~~

a leading Display Set among the one or more Display Sets is of an Epoch Start type;

the leading Display Set of the Epoch Start type includes the firs<u>t</u> graphics data and window information indicating a size and <u>a</u> position of a window, the window being a bounded area for a display on a plane memory; and

when rendering a part of the second graphics data which is stored in the object buffer, the window information indicates the graphics controller to render the part of the second graphics data in the object buffer within the window on the plane memory while refraining from

rendering the other part of the second graphics data in the object buffer outside of the window on

the plane memory.

36.   (Cancelled)